

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level aggressive
2 level sound
Fit showing jumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 in 2 <sup>nd</sup> position
10-14 in 4 <sup>th</sup> position
Responses: 2♣ = Stayman; Full transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Typically weak and may be undisciplined
Jump in NT is weak or strong with 5/5 shape
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = 5/5 higher two suits, weak or strong
Jump cue = request bid of 3NT if there is a stopper in jumped suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Single suited hand or strong 18+
2♣ = Clubs and another 5+/4+ either way (but not a 5 card major)
2♦ = 5+ diamonds and a 4 card major
2♥ = Both majors, 5+/4+ either way
2♠ = 5+ spades and a 4+ minor
3♣ up = pre-empt
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
In almost all situations X is takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Use CRASH starting at 1NT over strong one club openings
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1♣/♦/♥ a redouble is a inv. to game relay

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> highest	Attitude	
NT	4th highest, Journalist	Attitude	
Subseq	Natural present count	Natural present count	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Shows AK or A bare	Shows AK or A bare	
King	Shows Q	Shows Q	
Queen	Shows J	Shows QJ or KQ	
Jack	Shows 10	Shows 10, denies any higher	
10	From 10,9 or 10,x	Shows honor higher than J	
9	From 9x	Typically shows 10 or 9x	
Hi-X	Even number	Even number	
Lo-X	Odd number	Odd number	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Primarily count	McKenny
Suit 2	Attitude	Primarily count	Count
3	McKenny	Primarily count	Count
1	Count	Primarily count	McKenny
NT 2	Attitude	Primarily count	Count
3	McKenny	Primarily count	Count
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Typically promises the other major and tolerance for 1 other suit			
Reopening may be light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
In rare keycard sequences use PODI			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>FORCING PASS</b>
<b>NCBO:</b>	<b>Australia</b>
<b>PLAYERS:</b>	<b>Trevor Fuller &amp; Don Allen</b>
<b>SYSTEM SUMMARY</b>	
GENERAL APPROACH AND STYLE	
In first and second position:	
Pass show 13+ any shape	
1♠ shows 0-8 and any shape (fert bid)	
All other bids up to 2♥ are in the 8-12 range	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
All opening bids up to and including 2NT, as well as Pass in the first and second seat are artificial bids and may require a Special defence.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
In relay auctions a pass is typically forcing	
<b>IMPORTANT NOTES</b>	
After a Forcing Pass or 1 level openings, ALL bids other than the Relay trigger (normally the next highest bid) are non forcing	
<b>PSYCHICS: Very rarely</b>	

